

World of Heroes

Needed: 5 coins, 3-6 Players.

Agree world-setting.

Players choose Character: Warrior, Mage, Rogue.

Each Player collaboratively narrates 2 Scenes, starting with Player1, moving round table.

Scene ends when Challenges completed.

Game ends when all players have narrated 2 Scenes.

Players narrate connectedness to Scenes, building to climax in last Scene.

Player attempting Challenge narrates action.

Successes called on coins: call heads, heads are successes.

		Successes Needed
Challenge	Easy	1
	Difficult	2
	Extreme	3

When Character fails Challenge, generate another immediately.

In Difficult / Extreme Challenges, if all coins come up opposite, catastrophic failure: generate additional Difficult Challenge.

Challenge	Physical	Mental/Magikal	Trickery
Coins Used	(Character has choice if indicated: totals fixed at start of game, must equal 10).		
Warriors	5	3/2	2/3
Mages	2/3	5	3/2
Rogues	3/2	2/3	5

Player whose Scene it is, generates / narrates Challenge for Scene using 3 coins, calls:

1 - Physical. 2 - Mental/Magikal. 3 - Trickery. 0 = 1 Mental/Magikal + 1 Trickery.

Player may change type of Challenge, which adds +1 to Difficulty.

Player narrates surroundings / circumstance of Scene, determines the Challenge Difficulty using 3 coins, calls:

1 – Easy. 2 – Difficult. 3 – Extreme. 0 = x2 Difficult challenges.